THE MUSIC CREATOR™

"with the unfair advantage of Artificial Creativity"

APPRENTICE 1.0

for the IBM™ PC and Compatibles

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The MUSIC Creator ™ is the invention of Y Kirschen

The MUSIC Creator ™ was programmed by Orly Aknin

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INSTALL DIRECTIONS

STEP 1: TURN ON YOUR PC

STEP 2: AFTER YOUR PC HAS "BOOTED UP " PUT DISK ONE INTO DRIVE A

STEP 3: AT THE DOS PROMPT, TYPE A: AND PRESS <ENTER>

STEP 4: AT THE A: PROMPT TYPE S_INSTALL AND PRESS <ENTER>

STEP 5: FOLLOW THE STEP BY STEP DIRECTIONS THAT APPEAR ON YOUR SCREEN.

READ ME

CONGRATULATIONS!

As the owner of The MUSIC Creator ™ you are one of the first to take part in a major revolution in the world of music and creativity

The MUSIC Creator ™ is an integrated system...a group of programs which work together to compliment and strengthen the power they deliver to you.

Genetics and Music

The MUSIC Creator ™ is based on the breakthrough technologies of Just For You inc., and has been in development for five years. Simply stated, this system is both artificially intelligent and artificially creative.

Unlike simple "algorithmic composition" programs which use random numbers and preset "Formulas" to "create" music....The MUSIC Creator ™ considers that music is "alive" and that all music, like all living things can be genetically analyzed and genetically engineered.

It's Alive, Igor, It's Alive!

We have fed several blocks of music to your system (See Basic Parent Blocks) and allowed your system to extract the musical equivalent of DNA from them. These pieces of "genetic information" (which we call parents) can be re-combined in different combinations to produce millions of new daughter compositions

Parents

Each piece of music is made of three "parents"...an X parent , a Y parent , and a Z parent. By picking "one from column X, one from column Y and one from column Z" you create a new piece of music. (See Xyz composing) ...Then, by switching, and carefully substituting parents, turning Tracks on and off, Orchestrating, Setting Tempo, key, etc etc. You will be able to actually Mold an original piece of music to meet your exact demands and desires.! YOU are in control of this AMAZING and POWERFUL set of creativity tools

Orchestrating

The MUSIC Creator™ plays up to eight Tracks of music simultaneously (see Tracks) ...and each Track can be separately orchestrated ! Set individual Volumes, Audio Bal, Octave, etc. etc.(See Instruments)

MIDI

The MUSIC Creator™ speaks MIDI fluently !...It will take care of sending "MIDI Program changes, Velocity, and MIDI Channel data to your Casio, Roland, Yamaha Kurzweil or whatever...leaving you to face the music!. Customize your system to play any Midi Setup ....then, set it and forget it !(See MIDI SetUp Module)

Mastering Albums

All the work that you create on your system can be saved onto The MUSIC Creator™ Albums (see Album and Master Library)

Automatic left hand

The MUSIC Creator™ provides an "automatic left hand" accompaniment (see Chords) ...you create new "fingerings", Piano styles, guitar styles, arpeggios, syncopations, etc.

The Son Also Rises

Each Daughter composition can be "saved" as a new parent to expand your Basic Parent Block and to cross-breed with other parents(see Master and Xyz Compose)

The Long and the Short of it

Each composition can be regenerated or recomposed to any length without any effect on tempo or pitch (see Length)

The Fast and the Slow of it

Each composition can be played at any Tempo without changing the desired or set Length (see Tempo)

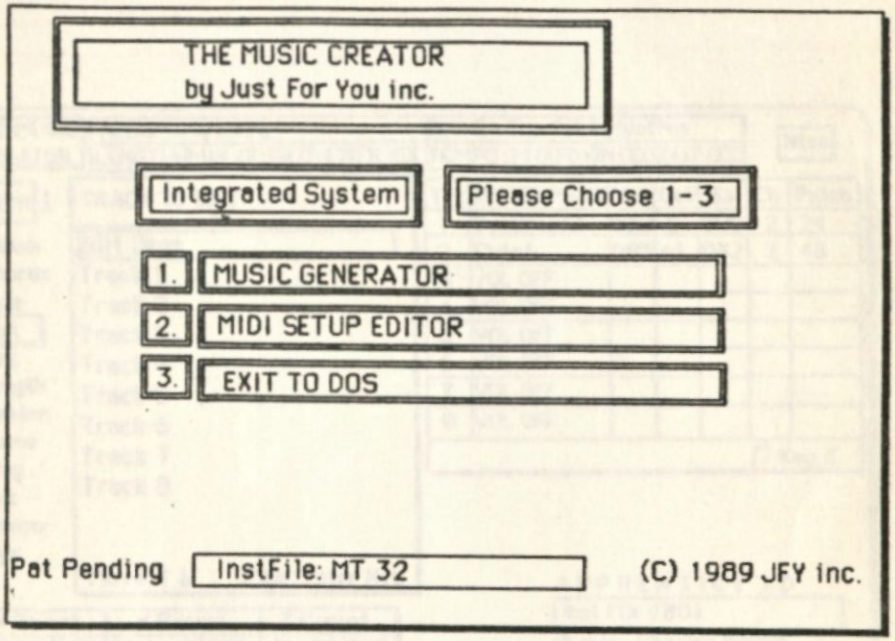


Fig.1 The MUSIC Creator™ StartUp Screen

The Display Screen

The following pages explain how to read, understand, and use, the Display Screen.

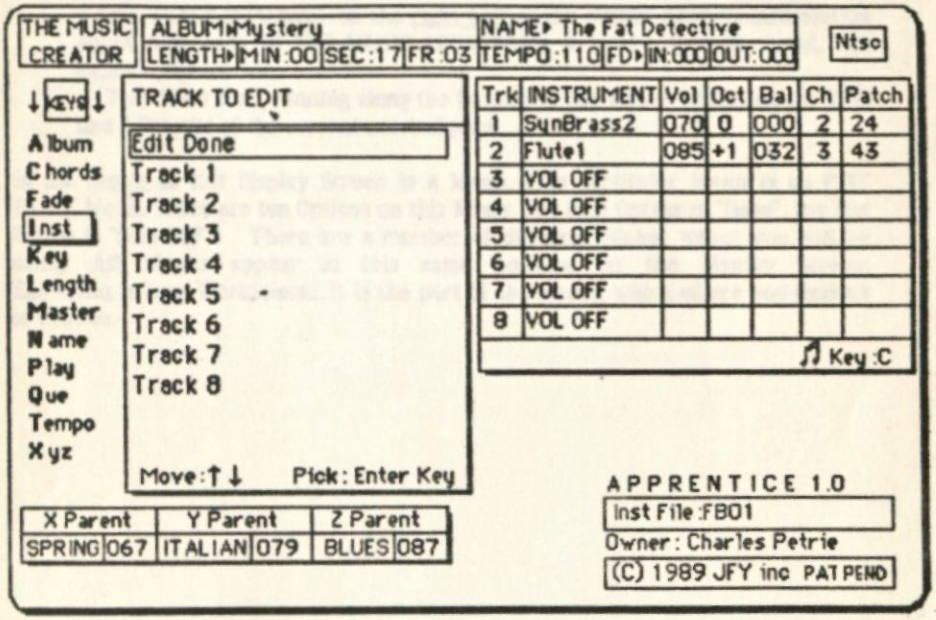


Fig 2 -The Display Screen

Most of the Display Screen is designed to give you information of one sort or another...for example:

1 .The "Keys column" running down the left side of the screen shows which Keys call which functions. According to this list we can see that to call an Album you'd Press **A**, to set the Length you'd Press **L**. to set the Tempo you'd Press **T**. etc

2 .The "INFO Box" running along the top of the screen identifies the Album on which the Musical piece is stored, the Name of the piece, its Length Tempo, etc..

3 The "TRACK INFO Box" on the right half of the screen displays information about how each of THE MUSIC CREATOR™'s 8 tracks is being used...Vol, Balance, Octave. etc.

4 ..The "INFO Box" running along the bottom of the screen identifies the X, Y, and Z Parents of the current musical piece

In the center of this Display Screen is a Menu. This particular Menu is an EDIT TRACK Menu. There are ten Options on this Menu. The first Option is "Done", the last Option is "Solo OFF". There are a number of different Menus which you will be using. All Menus appear in this same position on the Display Screen. The Menu is Your WorkSpace....It is the part of the screen which offers you Options or choices.-

The Edit Track Menu shown in the above example is for editing Track 1.

Look at the Info Box to the right of the Edit Track 1 Menu

The Info Box's columns are headed Trk INSTRUMENT Vol Oct Bal Ch Patch
Notice that Track 1 is playing a SynBrass2 at a Volume (velocity) of 70....The Track is set at Octave 0 (-2 to +2 is available) and the Audio Pan Balance is set at 000 (000=Left, 064=Center, 127=Right) Track 1 is currently transmitting on Midi Channel 2 and is sending a Patch (Program Change) number (in this case the Patch number is 24....SynBrass2 on the MT 32)

Now look back at the Edit Track 1 Menu

Notice that using the Options offered by this Menu we could:

Select a different Instrument Type
Select by Name , another Instrument of the same type.
Enter a different Volume
Switch Octave
Change the Audio Pan Balance
Assign a different Midi Channel
Turn off the sending of Patch (Program Change) numbers,
Or to Solo Track 1 (or turn OFF a Solo)
When Done with changes to Track 1 we'd select the Done Option

Almost all work done on the MUSIC Creator™ is done through the use of Menus. And All Menus are handled in the same way:

Call a Menu by pressing the KEY that calls that desired Menu
Select an option by moving to it and pressing the ENTER KEY
Put a Menu away by selecting the Done Option or by calling another Menu.

Moving On A Menu	KEY TO USE
• Move DOWN to an option	DOWN ARROW
• Move UP to an option	UP ARROW
• Move Down to a NEXT PAGE (if one exists)	Pg Dn
• Move up to a PREVIOUS PAGE (if one exists)	Pg Up
• Move Down to the Last option on the Page	END
• Move Up to the Top option on the Page	HOME
• Move Down to the Last option on the Last Page	Hold down <CTRL> and press END
• Move Up to the First option on the First Page	Hold down <CTRL> and press HOME

Calling Menus	
For the **Album Menu** to Select an Album	Press **A**
For the **Chord Play Menu** to Turn on Chord Play to Turn off Chord Play to Load a Fingering to Edit a Fingering to Save a Fingering to Solo Chord Play to Turn Chord Solo off to Load a Fingering	Press **C**
For the **Instrumentation Menu**	Press **I**
For the **KEY Signature Menu** Transpose Key	Press **K**
For the **Master Menu** Name or Rename a piece Make a New Album Save a piece to Another Album Save a piece onto an Album Delete a piece from an Album Save a piece as a New Parent Delete a Parent	Press **M**
For the **Name Menu** to Select another Cut or Name from the Album currently Selected	Press **N**
For a **Track Edit Menu**	From the Instrumentation Menu Select the Track To Edit option.
For the **XYZ Compose Menu**	Press **X**

Rename !

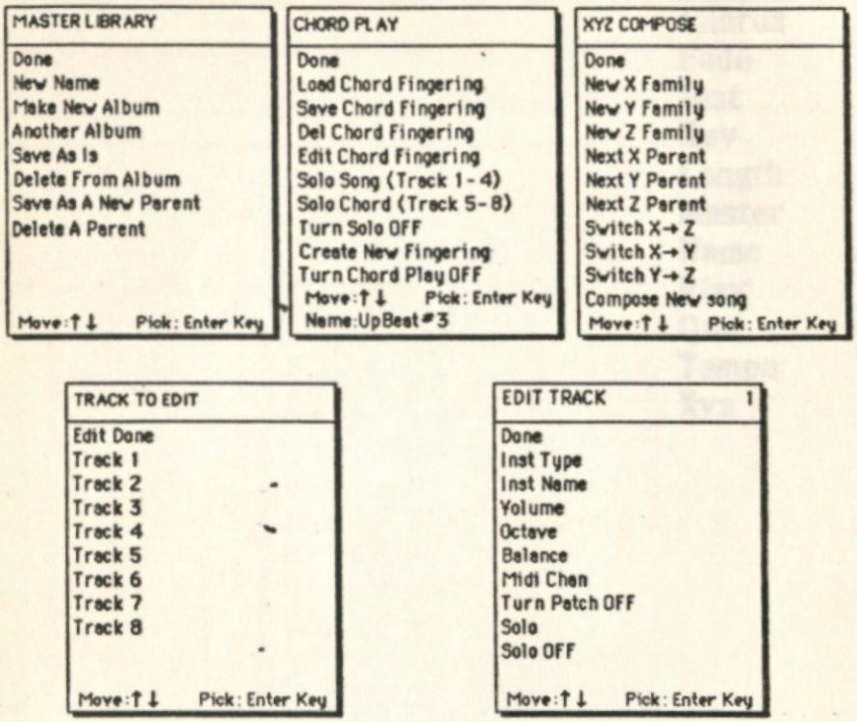


Fig.3 - The Main Menus

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

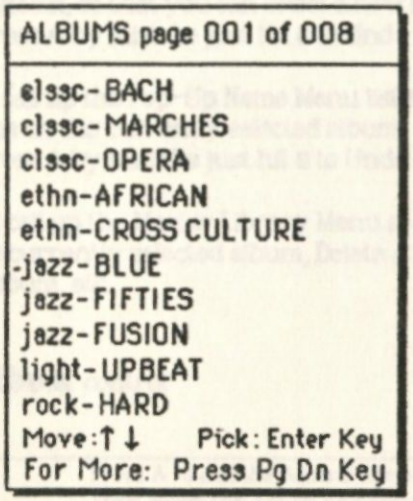


Fig.4 - The Album Menu

WHAT **Album** DOES FOR YOU

ALBUM:

An **Album** is a group of musical pieces which have been created in The MUSIC Creator™ system and which have been stored together.

Albums provide you with a logical, simple, and effective way to find and play back your work.

Pressing **a** will call up the Pop-Up Album Menu listing all the albums currently in your system, so that you can select a new album

NOTE: If you press A by mistake just hit **u** to Undo

Pressing **n** will call up the Pop-Up Name Menu listing all the names of Musical pieces on the currently selected album

NOTE: If you press A by mistake just hit **u** to Undo

Pressing **m** will call up the Master Library Menu so that you can save a song onto the currently selected album, Delete a Song from the currently selected album, etc.

THE HOW TO ... of **Album** control

Use the **A** key to:

To select an album.	Press **A** to call the **Album Menu** Then select the Album you want (The Name Menu for that album will appear.)
To select a musical piece from an Album	After Pressing **A** to call the **Album Menu** and selecting the Album you want Select the name of the piece from the Pop-Up List..

Use the **N** key to:

To get another musical piece from a selected Album .	Press **N** to call the **Name Menu** Then select the name of the piece .

Use the **M** key to:

To save a musical piece onto an album.....	Press **M** to get to the **Master Menu** Then select the Save As Is option.
To create a new album	Press **M** to get to the **Master Menu** Then select the Make New Album option.
To save a musical piece from a selected album onto another album	Press **M** to call the **Master Menu** Then select the Another Album option.
To delete a musical piece from a selected Album .	Press **M** to call the **Master Menu** Then select the Delete from Album option.
To delete an entire Album .	Delete all the pieces stored on that album.

ALBUM TUTORIAL 1:
HOW TO LOAD AN ALREADY SAVED MUSICAL PIECE FROM AN ALBUM

1. Press A to call the Album Menu

2. Look at the Key list on the left of your screen ...Album is lit.
   The Album Menu is displaying an alphabetized list of Albums of Musical Pieces (or "songs") from which you may choose.

3. Use ARROWS to Move to a desired Album

4. Press <ENTER> to select the Highlighted Album
   1.The Name Menu is displaying an alphabetical list of the Names of all the Musical Pieces stored on the selected Album
   2.Name is lit in the Key list.
   3.The title of the Selected Album now appears on the top line of the DisplayScreen Info Box.

5. Use ARROWS to Move to a desired Name

6. Press <ENTER> to select the Highlighted Name
   1.The Name of the Selected Musical Piece now appears on the top line of the DisplayScreen Info Box.
   2.The Musical Piece is ready to be Qued and Played

7 Look at the Key list on the left of your screen .
Notice the word Que..
Press Q to Que the Musical Piece

8 Look at the Key list on the left of your screen .
1. The word **Que** Flashes **WAIT** as the system regenerates the Selected Musical Piece .
2. When the Musical Piece is ready to be Played, WAIT turns to READY

9 Look at the Key list on the left of your screen .
1. The word READY Is lit .

10 Press P to Play the currently selected Musical Piece .

11 Look at the Key list on the left of your screen .
1. Play remains lit for as long as Piece is being played.
As long as Play remains lit, The MUSIC Creator™ is transmitting MIDI signals through its MIDI OUT.
2. READY is replaced by Stop to show that you can Stop Play by hitting S

12 Press S to Stop the Playing of the Musical Piece .
1. The MUSIC Creator™ Stops Playing
2. Stop switches to READY to show that the composition is still ready to Play.
3. Play is no longer lit because THE MUSIC CREATOR™ is no longer Playing

13 Look at the center of the Display Screen .
1. There is currently no Menu being displayed.
2..Press N to recall the Name menu.

14 The **Name** Menu is again displaying an alphabetical list of the Names of all the Musical Pieces stored on the selected Album.**Name** is again lit in the Key list.

15 Assume that you do NOT want to select another **Named** piece from this same **Album**

1....Assume that you made a mistake.

2. To Undo the mistake, Press **U** .

16 Look at the Display Screen .

1.The Name Menu is gone .

2.**Name** is no longer lit in the Key list.

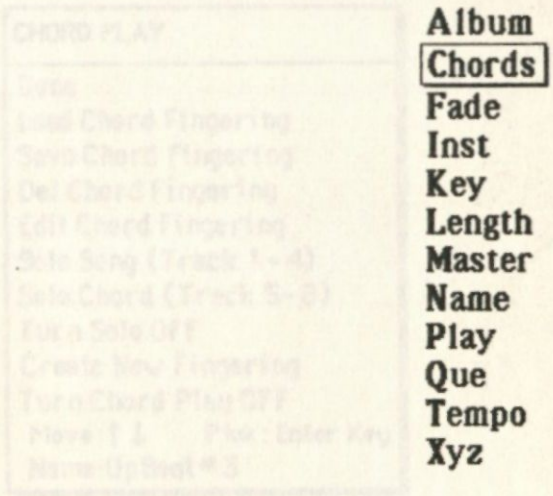

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

Fig.5 - The Chord Play Menu

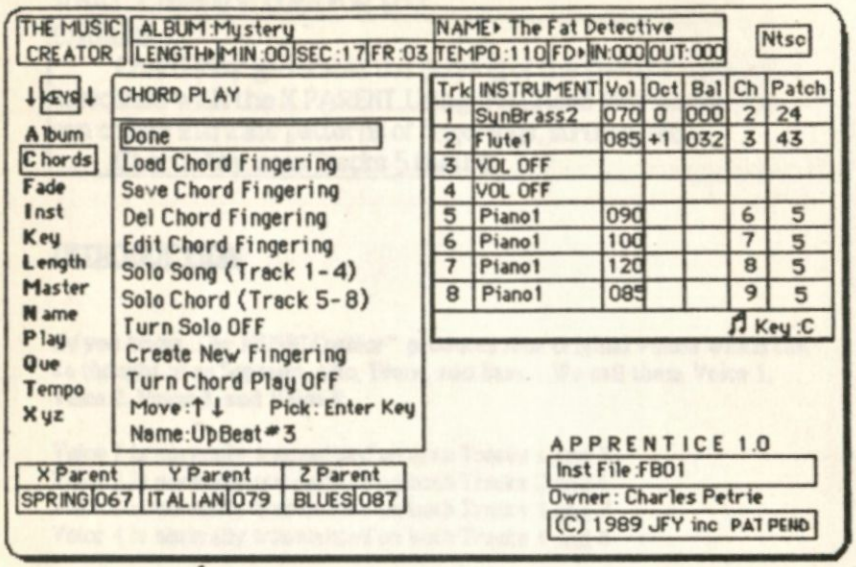

THE MUSIC CREATOR
ALBUM:Mystery
NAME▸ The Fat Detective
LENGTH▸MIN:00 SEC:17 FR:03
TEMPO:110 FD▸IN:000 OUT:000
Ntsc
XYZ
CHORD PLAY
Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz
Done
Load Chord Fingering
Save Chord Fingering
Del Chord Fingering
Edit Chord Fingering
Solo Song (Track 1-4)
Solo Chord (Track 5-8)
Turn Solo OFF
Create New Fingering
Turn Chord Play OFF
Move:↑↓ Pick: Enter Key
Name:UpBeat#3
Trk INSTRUMENT Vol Oct Bal Ch Patch
1 SynBrass2 070 0 000 2 24
2 Flute1 085 +1 032 3 43
3 VOL OFF
4 VOL OFF
5 Piano1 090 6 5
6 Piano1 100 7 5
7 Piano1 120 8 5
8 Piano1 085 9 5
Key:C
X Parent
Y Parent
Z Parent
SPRING 067
ITALIAN 079
BLUES 087
APPRENTICE 1.0
Inst File:FB01
Owner: Charles Petrie
(C) 1989 JFY inc PAT PEND

Fig. 6

WHAT **Chords** DOES FOR YOU

CHORDS :

Chord Play generates the playing of the chord progression associated with the X PARENT..Using the Chord Play Menu you can create intricate patterns of fingerings, strums, etc..

Chord Play uses Tracks 5 thru 8

INTRODUCTION

As you know, The MUSIC Creator™ produces four original voices which can be thought of as Soprano, Alto, Tenor, and Bass. ...We call them Voice 1, Voice 2, Voice 3, and Voice 4.

Voice 1 is normally transmitted on both Tracks 1 and 5
Voice 2 is normally transmitted on both Tracks 2 and 6
Voice 3 is normally transmitted on both Tracks 3 and 7
Voice 4 is normally transmitted on both Tracks 4 and 8

Each of these voices is Monophonic (limited to one note at a time)

As you also know, the construction of these four voices are determined and based on the interplay between relationships defined by 3 Parents (X,Y,and Z Parents).

The MUSIC Creator™'s ChordPlay provides an "Automatic Left Hand" which can play accompaniment chords for any of its pieces.

When using Chord Play however:
Voice 1 is transmitted on Track 1.
Voice 2 is transmitted on Track 2
Voice 3 is transmitted on Track 3
Voice 4 is transmitted on Track 4
and;
Track 5 plays the Tonic (or Root, or 1st) of the Chord
Track 6 plays the 3rd of the Chord
Track 7 plays the 5th of the Chord
Track 8 plays the 4th note in a 4-note chord or the Tonic in a normal 3 note chord

These accompaniment chords are determined by the X parent alone !

The MUSIC Creator™'s ChordPlay allows you to design the manner in which these chords are to be played....What we call the " Fingering "...in effect you can create arpeggio harp styles, chops, Banjo fingerpicking-styles, Guitar strums, Piano-style play etc. etc. etc.

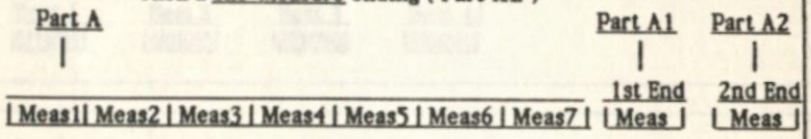
But FIRST you're going to have to learn some things about the way The MUSIC Creator™ deals with chords and structures.

It's not difficult ...but it IS different
So let's begin....step by step.

UNDERSTANDING CHORDPLAY BASICS

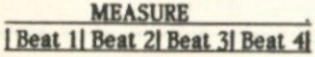
1

The MUSIC Creator™'s compositions are based on a Natural Length of 16 Measures.
The 16 Measures are constructed as follows:
First a 7 Measure Part A ,
Then a one-Measure first ending (Part A1),
Then a repeat of the 7 Measure Part A ,
Then a one-Measure ending (Part A2)



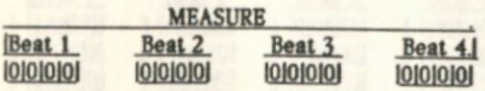
2

Assuming that we are working with a composition in 4/4 time, each measure has four beats.(each beat equal to one quarter note)



3

THE MUSIC CREATOR™'s ChordPlay further subdivides each beat into four parts (each subdivision equal to one sixteenth note)



4

In the diagram below, a 1 in a box indicates a note to be played for the duration of one box, i.e. a 1/16 note.
The number 2 = 2/16 (a 1/8 note)
The number 3 = 3/16
The number 4 = 4/16 (a 1/4 note)
A ZERO indicates a rest note

MEASURE

Beat 1	Beat 2	Beat 3	Beat 4
0 1 1 0 1 1	4 0 0 0 0	2 0 2 2 0	3 0 0 0 1 1

5

In the diagram below....to the left of each row of boxes is the number 1...this means that although the notes to be played will be of different lengths or durations...they all are to be the pitch of the 1st or Tonic note of whatever Chord is to be played.

MEASURE

Beat 1	Beat 2	Beat 3	Beat 4
1 0 1 1 0 1 1	1 4 0 0 0 0	1 0 1 1 0 1 1	1 4 0 0 0 0

6

In the diagram below each beat has four rows of boxes
The top row is labeled 1 for the 1st or Tonic note of the Chord.(C in C,E,G)
The next row is labeled 3 for the 3rd of the Chord.(E in C,E,G)
The next row is labeled 5 for the 5th of the Chord.(G in C,E,G)

MEASURE

Beat 1	Beat 2	Beat 3	Beat 4
1 1 0 0 0 0	1 4 0 0 0 0	1 0 0 0 1 1	1 4 0 0 0 0
3 0 1 1 0 0	3 4 0 0 0 0	3 0 0 1 1 0	3 4 0 0 0 0
5 0 0 1 1 0	5 4 0 0 0 0	5 0 1 1 0 0	5 4 0 0 0 0
* 0 0 0 0 1 1	* 4 0 0 0 0	* 1 1 0 0 0 0	* 4 0 0 0 0

The bottom row is labeled * and plays the 7th in a seventh chord, the 9th in a ninth, etc. If the chord is a simple chord as in C,E,G it doubles the Tonic (C in C,E,G,C) for the 1st or Tonic note of the Chord.

7

The MUSIC Creator™'s ChordPlay allows you to define the fingering pattern of play for each of the four beats in each measure of each Part. (A, A1, and A2)

EACH MEASURE OF PART A

	Beat 1	Beat 2	Beat 3	Beat 4
1	1 0 0 0	1 4 0 0 0	1 0 0 0 1 1	1 4 0 0 0
3	0 1 1 0 0	3 4 0 0 0	3 0 0 1 1 0	3 4 0 0 0
5	0 0 0 1 1 0	5 4 0 0 0	5 0 1 1 0 0	5 4 0 0 0
*	0 0 0 0 1 1	* 4 0 0 0	* 1 1 0 0 0	* 4 0 0 0

THE A1 MEASURE

	Beat 1	Beat 2	Beat 3	Beat 4
1	1 1 1 1 1 1	1 0 0 1 1 0	1 1 0 0 1 1	1 1 0 0 1 1 0
3	0 1 1 0 0 0	3 0 0 0 1 1 0	3 0 0 0 1 1 0	3 1 1 0 0 1 1 0
5	0 0 0 1 1 0	5 0 0 0 1 1 0	5 0 1 1 0 0 0	5 1 1 0 0 1 1 0
*	1 1 1 1 1 1	* 1 1 1 1 1 1	* 1 1 1 1 1 1 1	* 1 1 1 1 1 1 1

THE A2 MEASURE

	Beat 1	Beat 2	Beat 3	Beat 4
1	1 0 0 0 0	1 0 0 0 0 1 1	1 4 0 0 0 0	1 4 0 0 0 0
3	0 1 1 0 0 0	3 0 0 0 1 1 0	3 4 0 0 0 0	3 4 0 0 0 0
5	0 0 0 1 1 0	5 0 1 1 0 0 0	5 4 0 0 0 0	5 4 0 0 0 0
*	0 0 0 0 1 1	* 1 1 0 0 0 0	* 4 0 0 0 0	* 4 0 0 0 0

8 CHORD INVERSIONS, DYNAMICS, ETC

MEASURE

Beat 1	Beat 2	Beat 3	Beat 4		VOL	OCT
1 |1|0|0|0|	1 |0|0|0|1|	1 |4|0|0|0|	1 |4|0|0|0|	---->TRACK 5	80	-2
3 |0|1|0|0|	3 |0|0|1|0|	3 |4|0|0|0|	3 |4|0|0|0|	---->TRACK 6	100	-1
5 |0|0|1|0|	5 |0|1|0|0|	5 |4|0|0|0|	5 |4|0|0|0|	---->TRACK 7	90	0
* |0|0|0|1|	* |1|0|0|0|	* |4|0|0|0|	* |4|0|0|0|	---->TRACK 8	110	+1

NOTE THAT THE TONIC OF THE CHORD (THE 1 ROW) IS PLAYED ON TRACK 5
THE 3RD OF THE CHORD IS PLAYED ON TRACK 6
THE 5TH IS PLAYED ON TRACK7
AND THE *TH ON TRACK8

- By setting the OCTAVES of TRACKS 5,6,7,and 8, you can define ChordPlay in wide, open chords or in tight, same-octave chords..or in any kind of inversion
- By setting the VOLUMES (velocities) of TRACKS 5,6,7,and 8, you define the dynamics of ChordPlay. In this example TRACKS 6 and 8 are emphasized

THE HOW TO..OF **Chords** Control

To change a Chord fingering or to create a fingering or to turn Chord Play ON	Call the **Chord Play Menu**
To create a NEW Fingering with which to play the Chord Prog created by the X Parent	From the **Chord Play Menu** Select Create New Chord Fingering
To SAVE a Fingering that you have created	From the **Chord Play Menu** Select Save Chord Fingering
To LOAD a fingering that was previously saved	From the **Chord Play Menu** Select Load Chord Fingering
To DELETE a Fingering that was previously saved	From the **Chord Play Menu** Select Del Chords
To EDIT or CHANGE a Fingering	From the **Chord Play Menu** Select Edit Chord Fingering
To SOLO the SONG (i.e. to hear only Tracks 1-4)	From the **Chord Play Menu** Select Solo Song
When Chord Play is ON, to SOLO a fingering (and thus to hear only the Chord Play on tracks 5-8)	From the **Chord Play Menu** Select Solo Chord
To TURN OFF Either SOLO SONG or SOLO CHORD	From the **Chord Play Menu** Select Turn Solo Off
To TURN OFF ChordPlay	From the **Chord Play Menu** Select Turn ChordPlay Off

CHORD TUTORIAL 1:
HOW TO LOAD A CHORD FINGERING

1 From the ChordPlay Menu
Select the Load Chord Fingering option.

2 A Menu Listing the names of Chord Fingerings that have been saved in your system will pop up .

3 Use ARROWS to Move to the desired Fingering

4 Press <ENTER> to select the Highlighted Fingering
1.The ChordPlay Menu will pop back on screen.
2.The Chord Fingering you selected is now Loaded
3.The Name of the Loaded Fingering will appear on the bottom line of the ChordPlay Menu.

5 NOTE:
1.When ChordPlay is ON,
.....The ChordPlay Menu offers the option to Turn ChordPlay OFF.
2.When ChordPlay is OFF,
.....The ChordPlay Menu offers the option to Turn ChordPlay ON.

CHORD TUTORIAL 2:
HOW TO EDIT A CHORD FINGERING

1 The Fingering to be Edited is the Fingering currently in memory If your ChordPlay Menu does not show ChordPlay is Now ON then there is no Fingering in memory to Edit

2 From the ChordPlay Menu
Select the Edit Chord Fingering option.
The Which-Part-To-Edit Menu pops-up!

3 Select Which Part you wish to Edit
- Beat 1 of that Part's Fingering will appear

4 Press ‹PgDn› to see the next Beat's Fingering.

5 Press ‹DEL›
to DELETE the pattern for the currently displayed beat

6 Enter the New Fingering for the Part and Beat Shown..
Then Press ‹PgDn›

CHORD TUTORIAL 3:
HOW TO SAVE A CHORD FINGERING

1 The Fingering to be Saved is the Fingering currently in memory.

2 From the ChordPlay Menu
Select the Save Chord Fingering option.
The Enter Name Menu pops-up!

3 1.Type in a name to give to the the fingering currently in memory that you wish to save
2.Press <ENTER>

CHORD TUTORIAL 4:
HOW TO CREATE A NEW CHORD FINGERING

1 From the ChordPlay Menu
Select the Create New Fingering option.

A Fingering Form will automatically appear.
It is the Form for Part A Beat one

```
Part A Beat 1
1 |_|_|_|_|
3 |_|_|_|_|
5 |_|_|_|_|
* |_|_|_|_|
```

2 Your cursor should be in the left-most box in the top row..
Type 4 and press <Enter>

```
Part A Beat 1
1 |4|0|0|0|
3 |_|_|_|_|
5 |_|_|_|_|
* |_|_|_|_|
```

Note: Because you enter the number 4 ...the 1 note of the chord will be held for the full duration of the beat ...Therefore, The MUSIC Creator™ has automatically filled in Zeros for the remaining 3 entry boxes in that row and has moved your cursor to the next valid entry box...in this case, the first box on the next row.

CHORD TUTORIAL 4:
HOW TO CREATE A NEW CHORD FINGERING **(CONTINUED)**

3 Fill in the Form to show how you want the first beat in each measure of part A to be played

Part A Beat 1
1 |4|0|0|0|
3 |0|0|0|1|
5 |0|0|0|1|
* |4|0|0|0|

When you have entered the fingering for Part A BEAT 1
...Hit the PgDn key.....and the Fingering Form for Part A Beat 2 will automatically appear.

4 Fill in the Form to show how you want beat 2 of each measure of Part A to be played

Part A Beat 2
1 |0|0|0|1|
3 |0|0|1|1|0|
5 |0|1|1|0|0|
* |1|0|0|0|

When you have finished entering the fingering for Part A Beat 2
...Hit the PgDn key.....and the Fingering Form for Part A Beat 3 will automatically appear.

CHORD TUTORIAL 4:
HOW TO CREATE A NEW CHORD FINGERING **(CONTINUED)**

5 Fill in the Form to show how you want the third beat in each measure of part A to be played

Part A Beat 3
1 |4|0|0|0|
3 |0|0|0|1|
5 |0|0|0|1|
* |4|0|0|0|

When you have finished entering the fingering for Part A Beat 3 ...Hit the PgDn key.....and the Fingering Form for Part A Beat 4 will automatically appear.

6 Fill in the Form to show how you want beat 4 in each measure of part A to be played

Part A Beat 4
1 |1|0|0|1|
3 |0|1|1|0|
5 |0|1|1|0|
* |1|0|0|1|

When you have finished entering the fingering for Part A Beat 4 ...Hit the PgDn key.....and the Fingering Form for Part A1 Beat 1 will automatically appear.

7 Continue to fill in the Forms to show how you want the four beats in Part A1 to be played and then the four beats in each measure of part A2 to be played

A SHORT CUT TIP :
TO CREATING A NEW CHORD FINGERING.

AS YOU KNOW:.....After entering the fingering for Beat 1 of any Part (A, A1, A2) you can press ‹PgDn› to call the form for the next Beat ..Beat 2.

BUT:.....If, instead of ‹PgDn› you hit ‹END› (after entering BEAT 1) THE MUSIC CREATOR™ will assign that Beat 1 fingering to all four beats of that Part.

THEREFORE:

Part A Beat 1
1 |4|0|0|0|
3 |4|0|0|0|
5 |4|0|0|0|
* |4|0|0|0|

Followed by ‹END› creates:

Part A Beat 1	Part A Beat 2	Part A Beat 3	Part A Beat 4
1 |4|0|0|0|	1 |4|0|0|0|	1 |4|0|0|0|	1 |4|0|0|0|
3 |4|0|0|0|	3 |4|0|0|0|	3 |4|0|0|0|	3 |4|0|0|0|
5 |4|0|0|0|	5 |4|0|0|0|	5 |4|0|0|0|	5 |4|0|0|0|
* |4|0|0|0|	* |4|0|0|0|	* |4|0|0|0|	* |4|0|0|0|

AND FURTHERMORE:

.....If, after entering Beat 1 and then Beat 2 , you hit ‹END› then Beat 3 will repeat Beat 1 and Beat 4 will have the fingering of Beat 2.

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

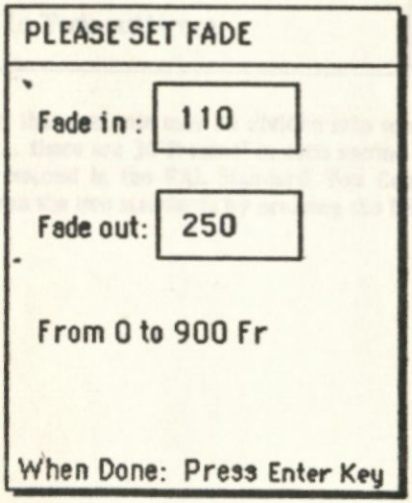


Fig.7 - The Set Fade Menu

WHAT **Fade** DOES FOR YOU

Fade:
You can use **Fade** to set the length (in Frames) of a "Fade in" and /or a "Fade out".

THE HOW TO ...of **Fade** Control

Press **F** for the **Fade** Menu and enter:

1. The Frame to "Fade in" to.

and

2. The Frame to "Fade out" from.

Note: In the same way that a minute may be divided into seconds, a second can be divided into "Frames"..... there are 30"Frames" in each second in the NTSC Standard and 24 "Frames" per second in the PAL Standard. You Can Switch Your MUSIC Creator's timing between the two standards by pressing the **DEL** Key.

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

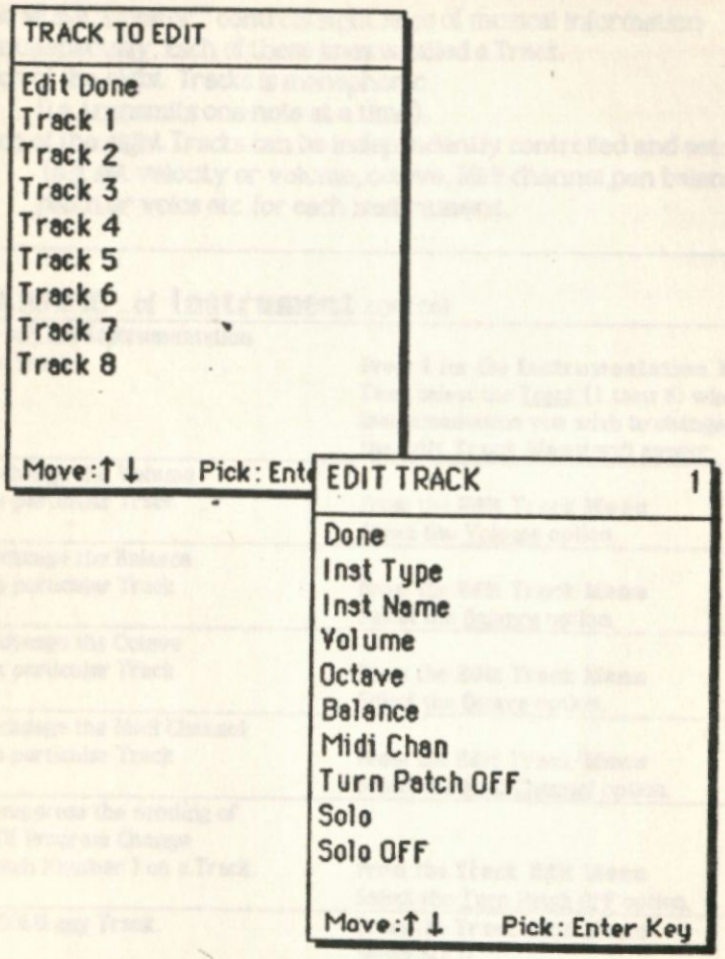


Fig.8 - The Track Edit Menus

WHAT **Instrument** DOES FOR YOU

TRACKS:
The MUSIC Creator™ controls eight lines of musical information simultaneously. Each of these lines is called a Track.
Each of the eight Tracks is monophonic
(i.e. transmits one note at a time)
Each of the eight Tracks can be independently controlled and set:
(e.g. set velocity or volume, octave, Midi channel,pan balance, patch or voice etc. for each **instrument**.

THE HOW TO ... of **Instrument** control

To Edit the Instrumentation of a Track	Press **I** for the **Instrumentation Menu** Then select the Track (1 thru 8) whose instrumentation you wish to change.and the **Edit Track Menu** will appear
To change the Volume of a particular Track	From the **Edit Track Menu** Select the Volume option.
To change the Balance of a particular Track	From the **Edit Track Menu** Select the Balance option.
To change the Octave of a particular Track	From the **Edit Track Menu** Select the Octave option.
To change the Midi Channel of a particular Track	From the **Edit Track Menu** Select the Midi Channel option.
To suppress the sending of MIDI Program Change (Patch Number) on a Track.	From the **Track Edit Menu** Select the Turn Patch OFF option.
To SOLO any Track.	From the **Track Edit Menu** Select SOLO
To turn SOLO OFF for any Track.	From any **Track Edit Menu** Select Solo OFF

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

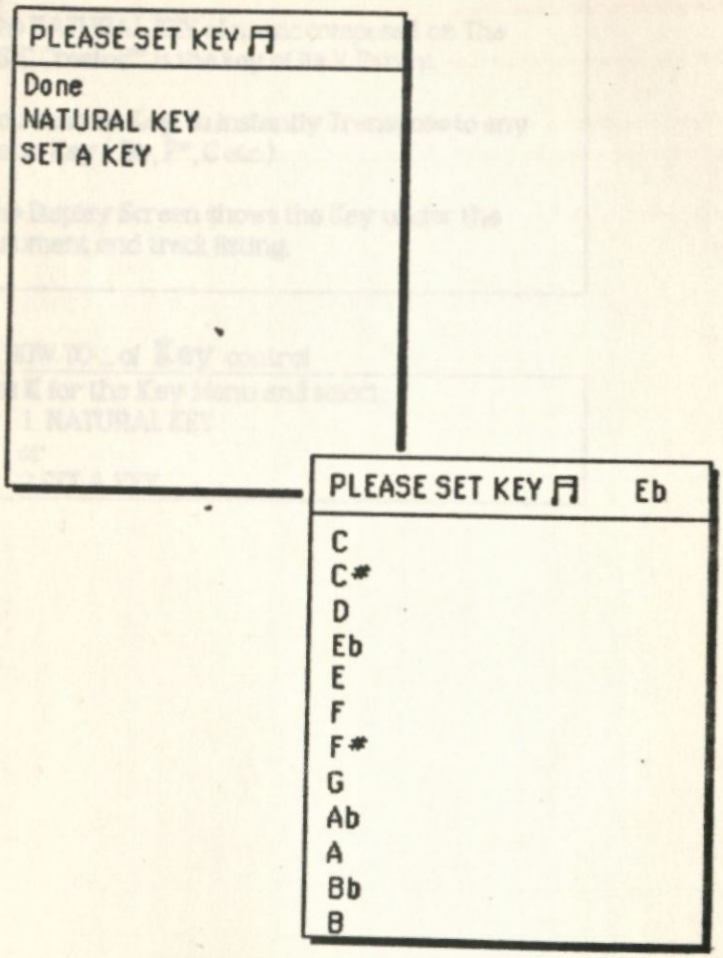


Fig.9 - The Set Key Menus

WHAT **Key** DOES FOR YOU

KEY:

The NATURAL KEY of music composed on The MUSIC Creator™ is the key of its X Parent.

You can use **Key** to instantly Transpose to any musical Key (Bb, F#, C etc.)

The Display Screen shows the Key under the instrument and track listing.

THE HOW TO ... of **Key** control

Press **K** for the **Key** Menu and select:

1. NATURAL KEY

or

2.SET A KEY

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

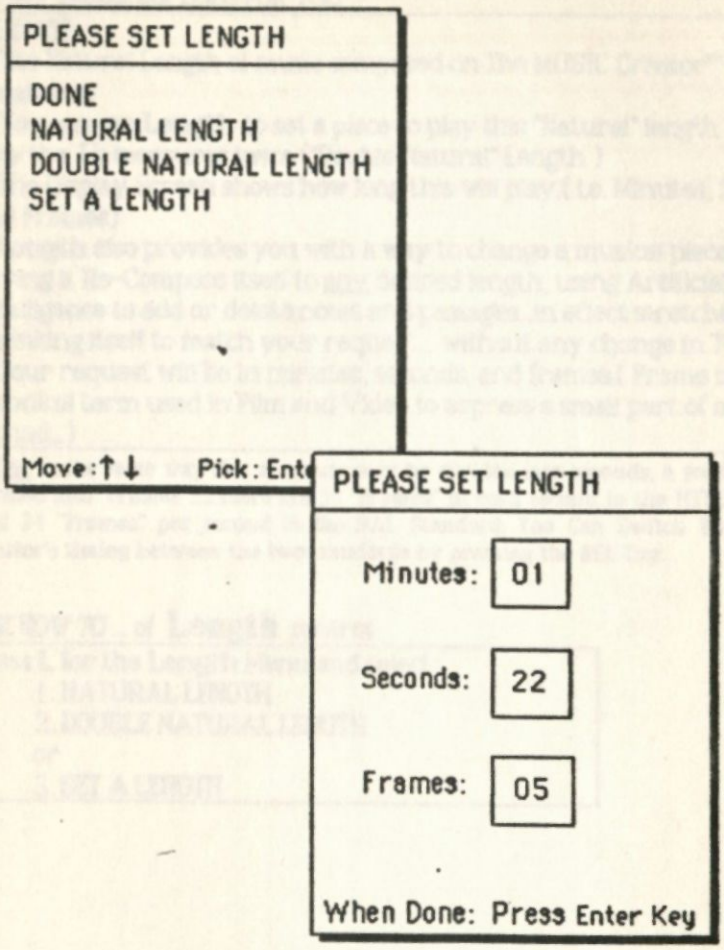


Fig.10 - The Set Length Menus

WHAT **Length** DOES FOR YOU

LENGTH:

The Natural Length of music composed on The MUSIC Creator™ is 16 measures.

You can use **Length** to set a piece to play this "Natural" length ...or to play the 16 measures twice ("Double Natural" Length)

The Display Screen shows how long this will play.(i.e. Minutes, Seconds, and Frames)

Length also provides you with a way to change a musical piece by having it Re-Compose itself to any desired length, using Artificial Intelligence to add or delete notes and passages...in effect stretching, or shrinking itself to match your request..... without any change in Tempo.

Your request will be in minutes, seconds, and frames.(Frame is a technical term used in Film and Video to express a small part of a second...)

Note: In the same way that a minute may be divided into seconds, a second can be divided into "Frames"..... there are 30 "Frames" in each second in the NTSC Standard and 24 "Frames" per second in the PAL Standard. You Can Switch Your MUSIC Creator's timing between the two standards by pressing the **DEL** Key.

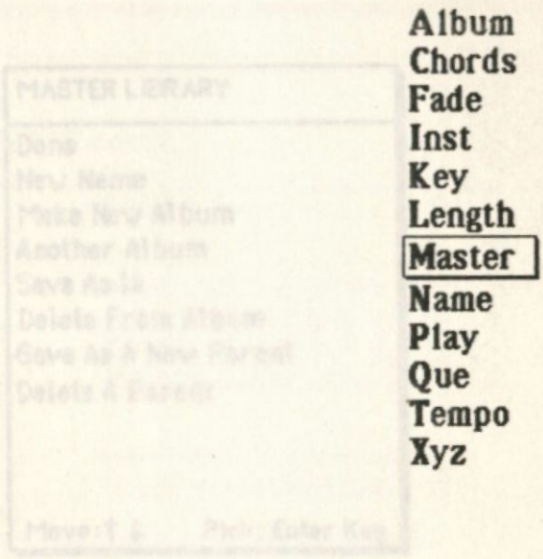
THE HOW TO ... of **Length** control

Press **L** for the **Length** Menu and select:

1. NATURAL LENGTH
2. DOUBLE NATURAL LENGTH

or

3. SET A LENGTH


Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

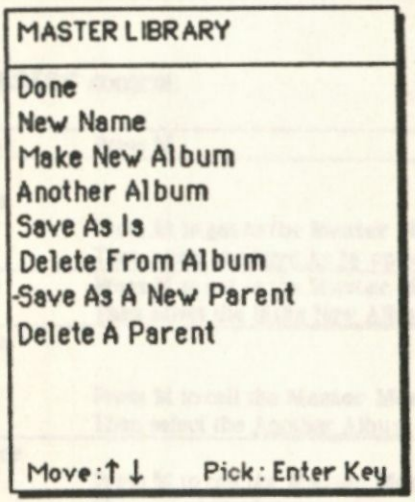


Fig.11 - The Master Library Menu

WHAT **Master** DOES FOR YOU

MASTER LIBRARY:
The Master Library Menu is a tool which enables you to work with your Album library (save, delete, rename cuts...create new Albums etc.) and to save a generated piece of music as a brand new Parent.

THE HOW TO ... of **Master** control

For the **Master Menu**	Press **M**
To Save a musical piece onto an album.....	Press **M** to get to the **Master Menu** Then select the Save As Is option.
To Create a new album	Press **M** to get to the **Master Menu** Then select the Make New Album option.
To Save a musical piece from a selected album onto a different album	Press **M** to call the **Master Menu** Then select the Another Album option.
To Delete a musical piece from a selected Album .	Press **M** to call the **Master Menu** Then select the Delete option.
To change or give a New name to a musical piece	From the **Master Menu** Then select the New Name option.
To Save a musical piece as a new Parent	Press **M** to get to the **Master Menu** Then select the Save As New Parent option.
To Delete a Parent	Press **M** to get to the **Master Menu** Then select the Delete A Parent option.

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

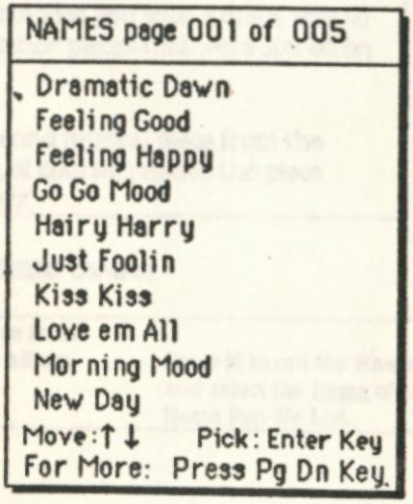


Fig.12 - The Names Menu

WHAT **Name** DOES FOR YOU

NAME:

An Album is a group of musical pieces which have been created in The MUSIC Creator™ system and which have been stored together. Each musical piece that has been stored on an Album has its own **Name**.

Once you are working with a piece selected from an Album, **Name** provides you with a quick way to find and play back other pieces that were stored on the same Album.

NOTE: Selecting a second musical piece from the Album Library will, of course, replace the piece currently in memory.

THE HOW TO ... of **Name** control

To select a musical piece from the currently selected Album	Press **N** to call the **Name Menu** and select the Name of the piece from the Name Pop-Up List..

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

WHAT **PLAY** DOES FOR YOU

PLAY

To **Play** a musical piece Press **P**.

THE HOW TO ... of **Play** control

To **Play** a musical piece	Press **P** to **Play** the piece. The word **WAIT** will flash on your screen for a few seconds...then **PLAY** will light up and **The MUSIC Creator™** will **Play** the musical piece If a piece has been **Qued** first, then the start of play will be instantaneous . If precise, instant start of play is important to you... Que before **Play**....if not then just hit **P** and there will be a slight delay as **The MUSIC Creator™ Ques** itself and then begins to **Play**.

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

WHAT **Que** DOES FOR YOU

Que

For instant, push of a button Play....first Que the selected piece.

THE HOW TO ... of **Que** control

To **Que** a musical piece	Press **Q** to **Que** the piece. The word **WAIT** will flash on your screen for a few seconds...then it will turn to **READY**.to **PLAY** a musical piece If a piece has been **Qued** first, then the start of play will be instantaneous . If precise, instant start of play is important to you... Que before **Play**....if not then just hit **P** and there will be a slight delay as **The MUSIC Creator™ Ques** itself and then begins Play.

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

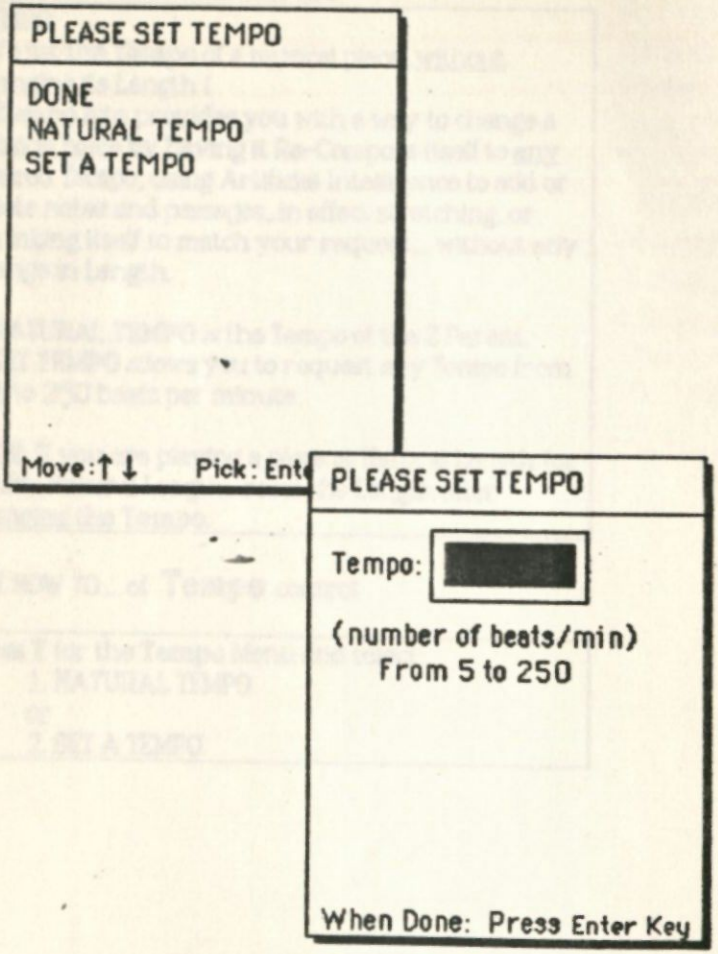


Fig.13 - The Set Tempo Menus

WHAT **TEMPO** DOES FOR YOU

TEMPO

To set the **Tempo** of a musical piece...without changing its Length !

Tempo also provides you with a way to change a musical piece by having it Re-Compose itself to any desired Tempo, using Artificial Intelligence to add or delete notes and passages...in effect stretching, or shrinking itself to match your request.... without any change in Length.

NATURAL **TEMPO** is the Tempo of the Z Parent.
SET **TEMPO** allows you to request any Tempo from 5 to 250 beats per minute.

NOTE: If you are playing a piece at Natural Length (or Double Natural Length....reset the Length after changing the **Tempo**.

THE HOW TO ... of **Tempo** control

Press **T** for the **Tempo** Menu and select:
1. NATURAL TEMPO
or
2. SET A TEMPO

Album
Chords
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

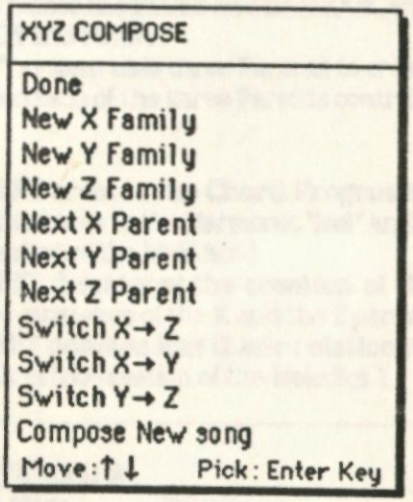


Fig.14 - The Xyz Compose Menu

WHAT **Xyz** DOES FOR YOU

XYZ COMPOSING:

The MUSIC Creator™ can compose new and original music by "breeding" and "cross-breeding" musical "Parents" which are stored in in its banks of "Families".

Each Family is a related group of Parents.

Some Families have names such as BACH and CHOPIN, while other Families have names like BLUES and BAROQUE, and still others are named TENSION and FUNNY.

The MUSIC Creator™ system uses three Parents to create a new, original, daughter composition. Each of the three Parents contributes something different.

In general:

- **The X PARENT creates the Chord Progression.**
  (and contributes to the Harmonic "feel" and aids in the creation of the Melodics)
- **The Y PARENT dominates the creation of the Melodics**
  (with the assistance of the X and the Z parents)
- **The Z PARENT donates Rhythmic relationships**
  (and aids in the creation of the Melodics).

THE HOW TO ... of **Xyz** control

For the **XYZ Compose Menu**	Press **X**
To Compose a New Musical Piece	From the **XYZ Compose Menu** Select the Compose New Song option.
To change the Composition of a Musical Piece	Change one or more of its Parents.
To change the parentage of a Musical Piece	Call the **XYZ Compose Menu**
To change the Harmonic sense	Change the **X** Parent.
To change the Melodic sense	Change the **Y** Parent.
To change the Rhythmic sense	Change the **Z** Parent.

HOW TO COMPOSE

A Guide to Alternate Methods of Composing Music with The Music Creator System

Just as there is not any ONE way to play a piano, so there are various ways to approach the composing of original music using The MUSIC Creator™ System.

The following pages explain some of these approaches and composing techniques.

This section will be help you to be more effective, creative, and professional.

CONTAINS:

1.Melody-Based Composition

2.Chord-Based Composition

3.Approaches to Cross-Breeding

4.Additive Techniques

1 Melody-Based Composing

A technique based on the creation of a melody line as the starting point in the creation of a new musical composition

STEP by STEP Tutorial of the MELODY-BASED technique
STEP 1 Press **X** to call the **XYZ Compose Menu** Select the Compose New Song option. Enter your choice for X, Y, and Z .
STEP 2 Press **I** to call the **Instrument Menu** Solo Track 1
STEP 3 Press **P** to Play the Melody line.
STEP 4 Listen to the Melody
STEP 5 "Fix up" the Melody line Changing X changes the Pitches of some notes Changing Y changes the Note Pitches more radically (and changes the Key IF you're in Compose New Song) Changing Z changes the Rhythmics of the Melody line. (and the Tempo IF you're in Compose New Song)
STEP 6 Preview another Voice or two (or three) by SOLOING Tracks 2, 3, and 4. The Volumes of any under-par Voices should be set to Zero.
STEP 7 Press **I** to call the **Instrument Menu.** Create an orchestration for your composition.
STEP 8 Press **M** to call the **Master Library Menu.** Select the New Name option to name your piece. Then Create or Select an Album to store the piece› Then use the Save As Is option to save the piece on the Album.
STEP 9 Press **C** to call the **ChordPlay Menu.** Then Load or Create a fingering to enhance your composition. Then save and name the fingering. **note:** Fingerings are not saved with the songs on the Albums

Chord-Based Composition

A technique based on the creation of a Chord "Bed" as the starting point in the creation of a new musical composition

STEP by STEP Tutorial of the CHORD-BASED technique	
STEP 1	Press **X** to call the **XYZ Compose Menu** Select the Compose New Song option. Enter your choice for X, Y, and Z .
STEP 2	Press **C** to call the **ChordPlay Menu**. Then Load or Create a trial fingering. (Default Piano is automatically assigned to Trks 5 thru 8)
STEP 3	Select the Solo Chord option.
STEP 4	Press **P** to Play the Chord fingering Solo. Listen to the Chord fingering
STEP 5	"Fix up" the ChordPlay line Changing the X Parent changes the Chord Progression Changing the fingering changes the way in which the Progression is played
STEP 6	Press **I** to call the **Instrument Menu** Set the Volumes of Tracks 5 thru 8 Set the Octaves of Tracks 5 thru 8.
STEP 7	Press **C** to call the **ChordPlay Menu**. Turn off the ChordPlay Solo.
STEP 8	Press **I** to call the **Instrument Menu**. Turn off the Volumes on Tracks 2,3,and 4,
STEP 9	Press **P** to Play the Melody line. on top of your Chord "Bed"
STEP 10	Listen to the Melody

STEP 11	"Fix up" the Melody line Changing Y changes the Pitches of the notes but will not affect the ChordPlay on Tracks 5 thru 8. Changing Z changes the Rhythmics of the Melody line. but will not affect the ChordPlay on Tracks 5 thru 8. (except that the Tempo changes IF you're in Compose New Song)
STEP 12	Preview another Voice or two (or three) The Volumes of any under-par Voices should be set to Zero.
STEP 13	Press **M** to call the **Master Library Menu**. Select the New Name option to name your piece. Then Create or Select an Album to store the piece. Then use the Save As Is option to save the piece on the Album.
STEP 14	Press **C** to call the **ChordPlay Menu**. Then save and name the fingering. **note:** Fingerings are not saved with the songs on the Albums.

4.Approaches to Cross-Breeding

Techniques and Thoughts on the mixing of Styles, composers, and "Feels" as a compositional method.

PARENT BLOCKS

1. Basic Parent Block

4 Families of 4/4 Time Parents
Includes: **FLOWING, FUNNY, SPRING,** and **TENSION**
4 Families of 3/4 Time Parents
Includes: **WALTZ, PASTORAL, MAZURKA,** and **MINUET**
Each Family contains FIVE Parents, Totals **40 Different Parents**

2. CLASSIC MOODS and COMPOSERS Parent Block

8 Families of 4/4 Time Parents
Includes: **BAROQUE, DVORAK, PURCELL, BIZET,STRAUSS, ROMANTIC, MARCH TIME,** and **SOLEMN**
5 Families of 3/4 Time Parents
Includes: **BACH, BRAHMS, CHOPIN, TCHAIKOVSKY,** and **VERDI**
Each Family contains FIVE Parents, Totals **65 Different Parents**

3. MANY PEOPLES/LANDS Parent Block

12 Families of 4/4 Parents
Includes: **AMERICAN BLUES, ARAB DRUZE, JEWISH, OLDWORLD EUROPEAN, FRENCH, ISRAELI, RHUMBA, MEDITERRANEAN, ITALIAN, JAPANESE, RUSSIAN,** and **TANGO**
Each Family contains FIVE Parents, Totals **60 Different Parents**

This is a List of the Families of Parents in your Basic Parent Pack..

1] Families are either 3/4 or 4/4 time
2]3/4 and 4/4 Parents cannot be bred together.

4/4 FAMILIES	
FAMILY NAME	NUMBERS
BAROQUE	195-99
BIZET	1115-119
BLUES	185-89
CJIM	1140-144
DRUZE	1165-169
DVORAK	180-84
FLOWING	110-14
FRENCH	140-44
FUNNY	150-54
HASSID	1155-156
ISRAEL	1150-154
ITALY	175-79
JAPAN	1145-149
MARCH	1120-124
MED	1160-162
OLDWORLD	1125-129
PURCELL	135-39
RHUMBA	1100-104
ROMANTIC	1130-134
RUSSIAN	130-34
SOLEMN	1135-139
SPRING	165-69
STRAUSS	115-19
TANGO	170-74
TENSION	145-49

3/4 FAMILIES	
FAMILY NAME	NUMBERS
BACH	155-59
BRAHMS	1110-114
CHOPIN	120-24
MAZURKA	125-29
MINUET	160-64
PASTORAL	15-9
TCHAIKOV	190-94
VERDI	1105-109
WALTZ	10-4

PARENT NAME	SOURCE SONG NAME	SOURCE COMPOSER
Bach 055	Preambulum VIII F Major	Bach
Bach 056	Little Preludes (#3) Cm	Bach
Bach 057	Preambulum 30 Dm	Bach
Bach 058	Choral Varn-Cantata 147	Bach
Bach 059	Polonaise from Ste. #2	Bach
Brahms 110	Waltz in Ab	Brahms
Brahms 111	Symphony #2	Brahms
Brahms 112	Symphony #3	Brahms
Brahms 113	Piano	Brahms
Brahms 114	P. Concerto #1 (1st mvmnt/4th theme)	Brahms
Chopin 020	Polonaise Militaire (3)	Chopin
Chopin 0	Mazurka #5 (op. 7/1)	Chopin
Chopin 023	Mazurka #17 (op. 24/4)	Chopin
Chopin 024	Minuet Waltz (op. 64/4)	Chopin
CJIM 140	Lyrical Lychee	Meecham
CJIM 141	Oriental Dream	Meecham
Mazurka 025	#13 (op. 17/4)	Chopin
Mazurka 026	#44 (op. 67/3)	Chopin
Mazurka 027	Waltz #1 in Eb (op. 18)	Chopin
Mazurka 028	Waltz in C # (op. 64/2)	Chopin
Mazurka 029	#48 (op. 68/3)	Chopin
Baroq 095	Sonata	Corelli
Baroq 096	Sonata	Corelli
Baroq 097	Sonata	Teleman
Baroq 098	Fugue	Vivaldi
Baroq 099	Violin Concerto	Vivaldi
Bizet 115	Carmen - Opening	Bizet
Bizet 116	Arlesienne	Bizet
Bizet 117	Carmen Havanera	Bizet
Bizet 118	Carmen	Bizet
Bizet 119	Carmen Farandole	Bizet
Blues 085	Blue Who	Eli Aharoni
Blues 086	Blues #86	Eli Aharoni
Blues 087	Walkin' and Talkin'	Eli Aharoni

Blues 088	Too Blue for You	Eli Aharoni
Blues 089	Blue Bones	Eli Aharoni
Dvorak 080	Humoresque	Dvorak
Dvorak 081	New World Symphony	Dvorak
Dvorak 082	Slavic Dance	Dvorak
Dvorak 083	Slavic Dance #8	Dvorak
Dvorak 084	Slavic Dance #Bb	Dvorak
Flowing 010	Bells	Anonymous
Flowing 011	Der Freischutz	Weber
Flowing 012	Arpeggi	Bach-Gounod
Flowing 013	Piano Etude	Anonymous

Flowing 014	The Trout	Schubert
French 040	Can Can	Offenbach
French 041	Can Can	Offenbach
French 042	Parisian Gaiety	Offenbach
French 043	Beautiful Helen	Offenbach
French 044	Parisian Gaiety	Offenbach
Funny 050	Lasus for Trombone	Fillmore
Funny 051	Gladiators' March	Pouchik
Funny 052	Pop Goes the Wiesel	Anonymous
Funny 053	Pictures at an Exhibition	Ravel/Moussorgsky
Funny 054	Marionettes	Gounod
Hassid 155	Hassidic Jewish	Folk Tune
Hassid 156	Hassidic Jewish	Folk Tune
Israel 150	Israeli	Folk Melody
Israel 151	Israeli	Folk Melody
Israel 152	Israeli	Folk Melody
Israel 153	Israeli	Folk Melody
Israel 154	Israeli	Folk Melody
Italian 075	La Danza	Rossini
Italian 076	William Tell	Rossini
Italian 077	Semiramis	Rossini
Italian 078	Magpie	Rossini
Italian 079	Barbere	Rossini
Strauss 015	Blue Danube	Strauss
Strauss 016	Wiener Blutt	Strauss
Strauss 017	Voices of Spring	Strauss
Strauss 018	Roses from the South	Strauss
Strauss 019	Wiener Blutt	Strauss
March 120	Radetzky March	Strauss
March 121	Wedding March	Mendelssohn
March 1	Aida/I	Verdi
March 123	Aida/II	Verdi
March 124	Military March	Schubert
Med 160	Mediterranean	Folk Tune
Med 161	Mediterranean	Folk Tune

Med 162	Mediterranean	Folk Tune
Old World 125	Hungarian Dance	Lok
Old World 126	Harry Yanesh: Intermezzo	Kodally
Old World 127	Harry Yanesh: The Clock	Kodally
Old World 128	Hungarian Dance	Brahms
Old World 129	Roumanian Dance	Bartok
Pastoral 005	Symphony #5	Beethoven
Pastoral 006	Eroica (Symph. #3)	Beethoven
Pastoral 007	Unfinished	Schubert
Pastoral 008	Nocturne	Mendelssohn
Pastoral 009	Piano Sonata	Vanhal
Minuet 060	Don Juan	Mozart
Minuet 061	Anna Magdalena	Bach
Minuet 062	Sonata	Vanhal
Minuet 063	Sonata	Vanhal
Minuet 064	Minuet in G	Beethoven
Tchaikowsky 090	Waltz (Symph. #5)	Tchaikowsky
Tchaikowsky 091	Piano Concerto #1	Tchaikowsky
Tchaikowsky 092	Eugine Oneigin	Tchaikowsky
Tchaikowsky 093	Sleeping Beauty (Chocolate Soldiers.)	Tchaikowsky
Tchaikowsky 094	Eugine Oneigin - Polonaise	Tchaikowsky
Purcell 035	Trumpet Voluntary	Purcell
Purcell 036	Trumpet Tune	Purcell
Purcell 037	Trumpet Tune 2	Purcell
Purcell 038	Trumpet Air	Purcell
Purcell 039	Aria	Purcell
Rhumba 100	Rhumba	Traditional
Rhumba 101	Rhumba in Gb	Traditional
Rhumba 102	Rhumba in Eb	Traditional
Rhumba 103	Rhumba in C	Traditional
Rhumba 104	Ay Ay	Folk Tune
Romantic 130	Liebesleid	Kreisler
Romantic 131	Romeo & Juliet	Tchaikowsky
Romantic 132	Melody in F	Rubinstein, Anton
Romantic 133	Salut D'Amour	Elgar
Romantic 134	Pescatori de Perle	Bizet

Russian 030	Katyusha	Folk Melody
Russian 031	Polyuska	Folk Melody
Russian 032	Symphony #4	Tchaikowsky
Russian 033	Kuybishev	Folk Melody
Russian 034	Kozaks	Folk Melody
Solemn 135	Symphony #1	Brahms
Solemn 136	Academy Festival Overture	Brahms
Solemn 137	Il Forza del Destine	Verdi
Solemn 138	Peer Gynt	Grieg
Solemn 139	Symphony #9	Schubert
Spring 065	Aviv	Naftali
Spring 066	Glory Mornings	Naftali
Spring 067	Lady Lucky	Naftali
Spring 068	Spring Song	Mendelssohn
Spring 069	3-Part Round in Eb	Schultz
Tango 070	La Cumparsita	Anonymous
Tango 071	Tango	Anonymous
Tango 072-	La Nocha de Plegarie	Anonymous
Tango 073	Serdze/Rina	Anonymous
Tango 074	A Media Luz	Anonymous
Tension 045	Peer Gynt	Grieg
Tension 046	The Love of 3 Oranges	Prokofiev
Tension 047	Symphony #6	Tchaikowsky
Tension 048	Symphony Fantastic	Berlioz
Tension 049	Night on Bald Mountain	Mussorgsky
Verdi 105	La Donna Mobile	Verdi
Verdi 106	Nabucco	Verdi
Verdi 107	La Traviata - opening	Verdi
Verdi 108	Il Forza del Destine	Verdi
Verdi 109	La Traviata	Verdi
Waltz 000	Voices of Spring	Strauss, J.
Waltz 001	Tales of the Vienna Woods	Strauss, J
Waltz 002	On the Beautiful Danube	Strauss, J
Waltz 003	Opus 354	Strauss, J
Waltz 004	Blue Danube	Strauss, J

This is a Quickie Guide... to The MUSIC Creator™

CONTAINS:

- PLAYING and SOLOING
- CHANGING
- SELECTING
- SAVING
- DELETING
- CREATING NEW
- UNDOING
- The QWERTY Keys

PLAYING and SOLOING	
Play a musical piece	Press **P** If the piece has been Qued first, then the start of play will be instantaneous .(If precise, instant start of play is important to you Que before Play....if not then just hit P and there will be a slight delay as The MUSIC Creator Ques itself and then begins Play.
Play a melody Track on a percussion instrument	From the **Edit Track Menu** Select the Inst Type option.Then select Percussion and the instrument you want.
Play a CLONE of parent	Pick the Same Parents for **X,Y,** and **Z** .
SOLO any Track.	From the **Track Edit Menu** Select SOLO
Turn OFF a Track SOLO	From any **Track Edit Menu** Select SOLO OFF
SOLO a Chord.	From the **Chord Play Menu** Select SOLO
Turn off a Chord.SOLO	From the **Chord Play Menu** Select SOLO OFF
Turn on Chord.Play	From the **Chord Play Menu** Select Turn ChordPlay ON
Turn off the sending of Midi Program change (Patch Number)	From the **Track Edit Menu** Select Turn Patch Number OFF
SOLO a single Track of a Chord.(5 thru 8)	From the **Track Edit Menu** Select SOLO

CHANGING	
Change to a Tempo of your choice	Press **T** for Tempo. Select the Set Tempo option Then type in number of Beats per min and press the ENTER Key
Change to a Length of your choice	Press **L** for Length. Select the Set Length option Then type in Min Secs and Frames and press the ENTER Key
Change to Natural Length (16 measures)	Press **L** for Length. Select the Natural option
Change to Natural Tempo (The Tempo of the Z Parent)	Press **T** for Tempo. Select the Natural option
Change to a Key of your choice	Press **K** to call the **KEY Menu** Select the Set Key option Then move to the Key of your choice And press the ENTER Key
Change to Natural Key (The Key of the X Parent)	Press **K** to call the **KEY Menu** Select the Natural Key option
Change the Volume (Velocity) of a Track	From the **Edit Track Menu** Select the Volume option.
Change the Midi Channel assigned to a particular Track	From the **Edit Track Menu** Select the Midi Channel option.
Change the Audio Balance of a Track	From the **Edit Track Menu** Select the Balance option.
Change the Octave of a Track	From the **Edit Track Menu** Select the Octave option.

Change the Parents of a Musical Piece	Call the **XYZ Compose Menu**
To change the Harmonic sense of a Musical Piece	Change its **X** Parent.
Change the Melodic sense of a Musical Piece	Change its **Y** Parent.
Change the Rhythmic sense of a Musical Piece	Change its **Z** Parent.
Change the Chord Fingering	Call the **Chord Play Menu**

SELECTING	
Select an album.	Press **A** to call the **Album Menu** Then select the Album you want
Select another Musical Piece from a currently selected album.	Press **N** to call the **Name Menu**
SAVING	
Save a musical piece onto an album.....	Press **M** to get to the **Master Menu** Then select the Save As Is option.
Save a musical piece from a selected album onto a different album	Press **M** to call the **Master Menu** Then select the Another Album option.
Save a musical piece as a New Parent.....	Press **M** to get to the **Master Menu** Then select the Save As Parent option.
DELETING	
Delete a musical piece from a selected Album .	Press **M** to call the **Master Menu** Then select the Delete from Album option.
Delete an entire Album .	Delete all the musical pieces stored on an album.
Delete a Parent .	Press **M** to call the **Master Menu** Then select the Delete A Parent option.
CREATING NEW	
Compose a new musical piece	From the **XYZ Compose Menu** Select the Compose New Song option.
Create a new Fingering for the Chord Play	From the **Chord Play Menu** Select the Create New Chord option.
Give a New name to a musical piece	From the **Master Menu** Then select the New Name option.
UNDOING	
Undo the selection of a Menu.	Press **U** to Undo the selection

The QWERTY Keys

<Esc>	Escape Hit the <Esc> key to exit to other Modules such as MIDI SetUp
A	Album Hit the **A** key to see a list of all the Albums stored
C	ChordPlay Hit the **C** key to call the **ChordPlay Menu**
F	Hit the **F** key to set **F**ade-ins and **F**ade-outs
I	Instrumentation Hit the **I** key to call the **Instrument Menu** so you can select instruments and switch them , and their Balances and Octaves or their Volumes or turn 'em off etc
K	Key Hit the **K** key to set the Musical Key
L	Length Hit the **L** key to: set the Length (from 1 Frame to 5 Minutes) or to select Natural Length (16 Measures total) or to select Double Natural
M	Master Library Hit the **M** key to call the **Master Library Menu** so you can save,rename, delete, etc. stuff on Albums OR to save a piece as a New Parent
N	Name Hit the **N** key to see a list of the **N**ames of the other cuts stored on the currently selected Album

P	Play Hit the **P** key to Play a Musical Piece If you don't Que it first then there will be a slight delay as it auto-Ques **P** will play when most Menus are on screen. If a Menu offers a Done option however, THE MUSIC CREATOR™ might insist on your first putting the Menu away
Q	Que Hit the **Q** key to Que-up (Cue-up?) a Musical Piece so that it will then be Played instantly when you press **P**.
S	Stop Hit the **S** key to stop the playing of a Musical piece
T	Tempo Hit the **T** key to set the Tempo.
U	Undo Hit the **U** key to Undo a Menu or option selection.
X	XYZ COMPOSE Hit the **X** key to call the **XYZ COMPOSE Menu**

Del	Switch or "Toggle" Standard between NTSC and PAL (NTSC is 30 Frames/Sec...PAL in 24/Sec

The MUSIC Creator™ MIDI Setup Module

The Manual

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The Inst File

The MUSIC Creator™ maintains control over your MIDI instruments by knowing the names of Voices in those instruments and the Patch or Program number for each. The System keeps this information in a file called the Inst file.

The MIDI Setup Module allows you to Add new Inst Files and to Edit the Files already in your System...and to change the Default File.

The Default File is the specific Inst File used by your System

Calling the MIDI Setup Module

You call the MIDI Setup Module from the StartUp Screen by Pressing the 4 key.

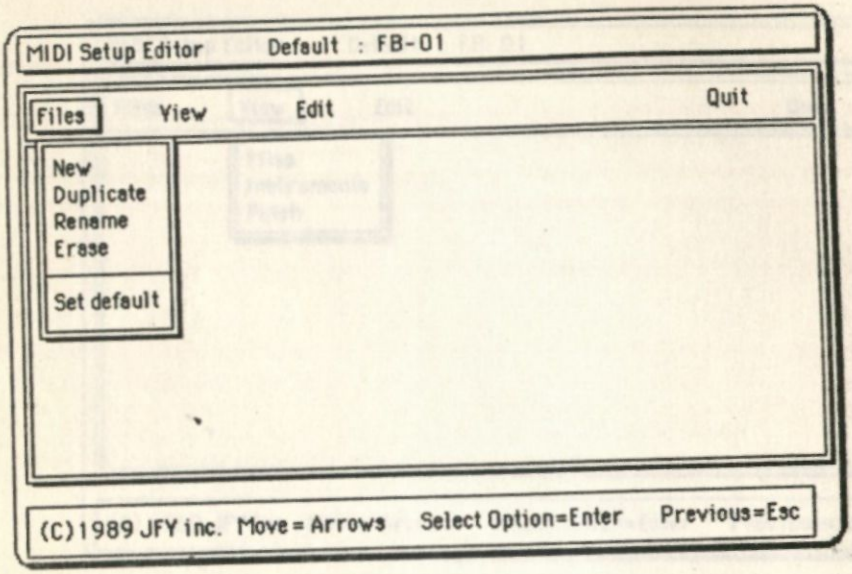

Fig. M-1 The MIDI SetUp Display Screen

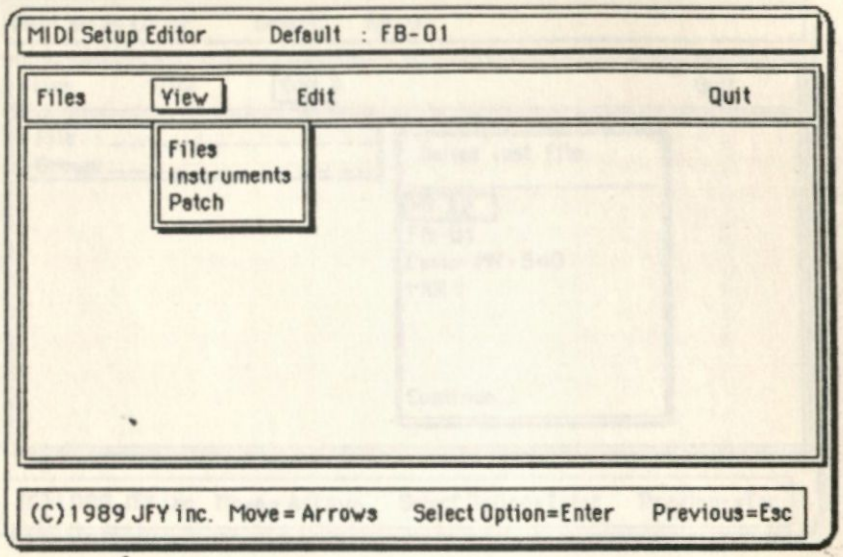

Fig. M-2 The VIEW Menu

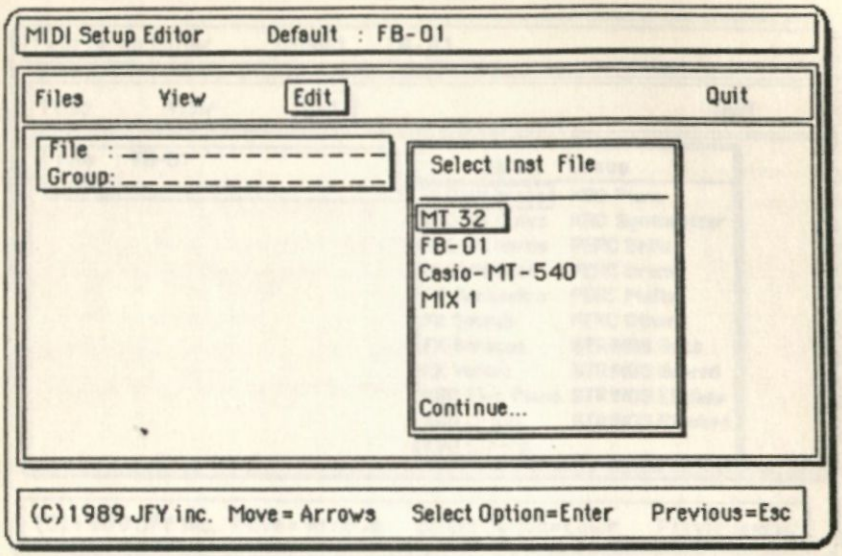
MIDI Setup Editor Default : FB-01
Files View Edit Quit
File :
Group:
Select Inst File
MT 32
FB-01
Casio-MT-540
MIX 1
Continue...
(C)1989 JFY inc. Move=Arrows Select Option=Enter Previous=Esc

Fig. M-3

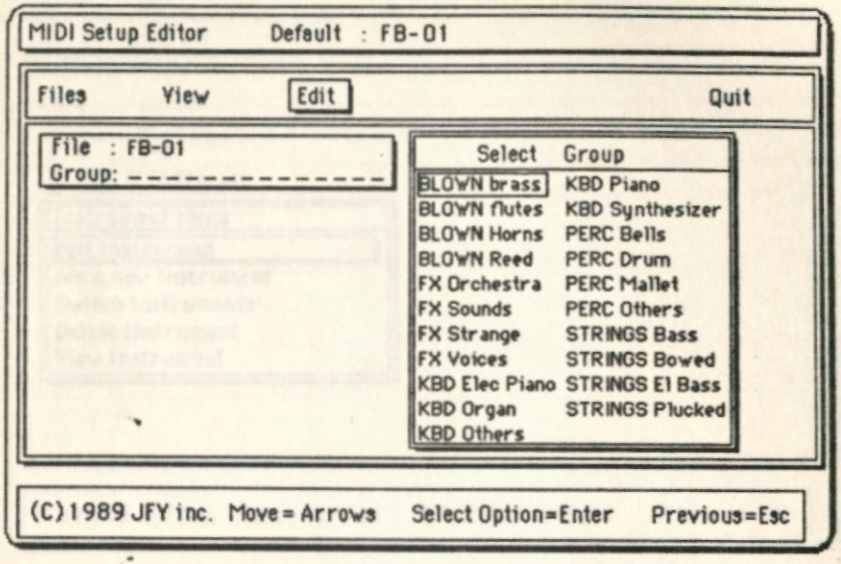

Fig. M-4 The Select Group Menu

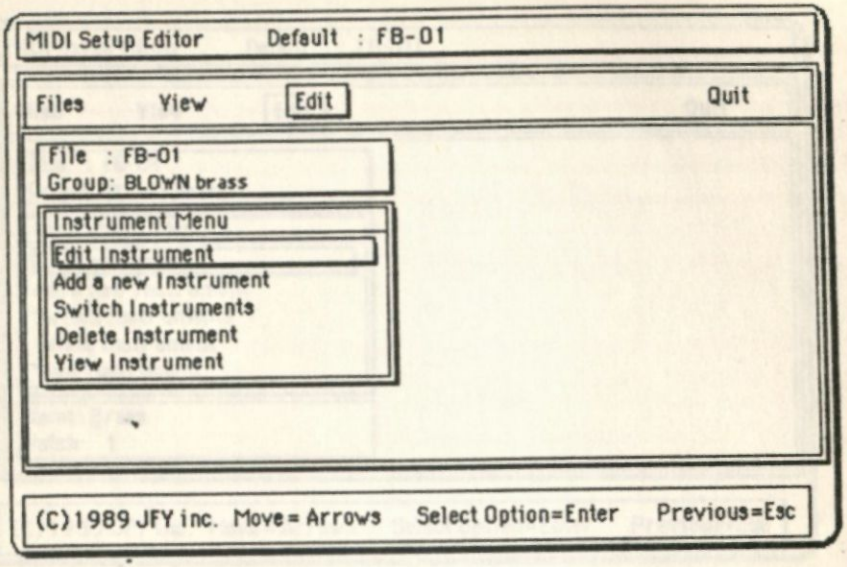

Fig. M-5 The Instrument Menu

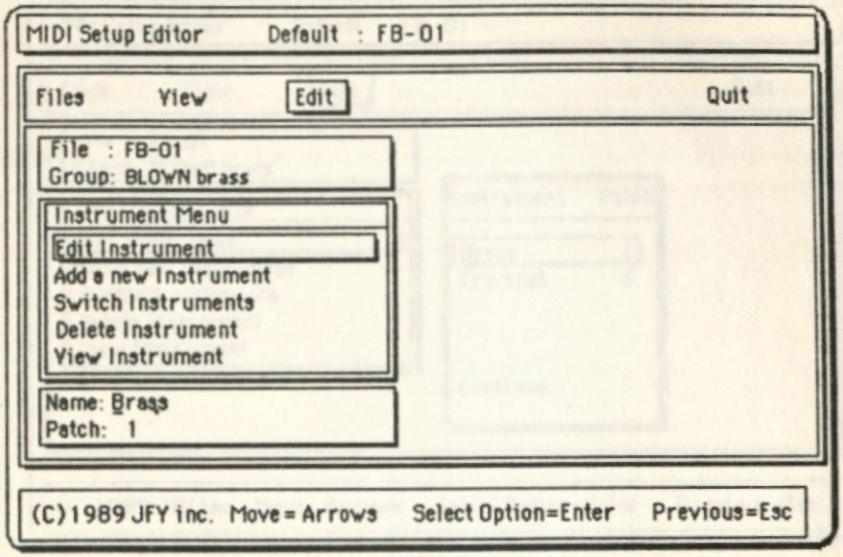
MIDI Setup Editor Default : FB-01
Files View Edit Quit
File : FB-01
Group: BLOWN brass
Instrument Menu
Edit Instrument
Add a new Instrument
Switch Instruments
Delete Instrument
View Instrument
Name: Brass
Patch: 1
(C)1989 JFY inc. Move=Arrows Select Option=Enter Previous=Esc

Fig. M-6

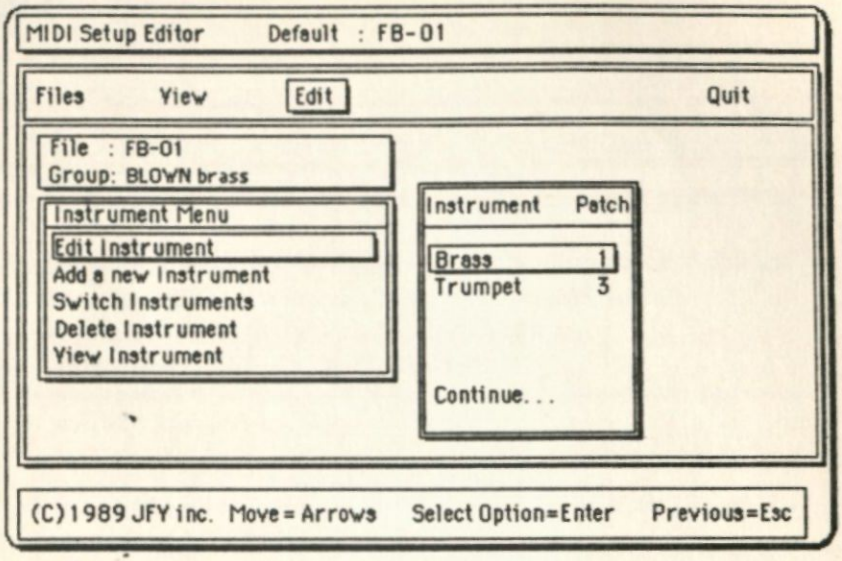
MIDI Setup Editor Default : FB-01
Files View Edit Quit
File : FB-01
Group: BLOWN brass
Instrument Menu
Edit Instrument
Add a new Instrument
Switch Instruments
Delete Instrument
View Instrument
Instrument Patch
Brass 1
Trumpet 3
Continue...
(C)1989 JFY inc. Move=Arrows Select Option=Enter Previous=Esc

Fig. M-7

Fig. M-1

The Display Screen

This is the Display Screen of the MIDI Setup Module
Notice that on the top line of the screen, to the right of the words MIDI Setup Editor is displayed the current Default Inst file being used by The MUSIC Creator™...in this example it is a file called FB-01.
The Menu Bar on the second line shows four basic options: **Files**, **View**, **Edit**, and **Quit**.
The Files Menu is currently selected, and therefore we are shown that Menu.
To move to **View** (to the right of Files) Press the Right ARROW.
When you move to **View** the View Menu will appear
When you move to **Edit** the Edit Menu will appear
Moving to **Quit** allows you to Exit the Module and to return to the StartUp Screen of the integrated system

Notice that there are five options on the Files Menu
To select an option from a menu simply move to it with the UP and DOWN ARROWS and Press the **Enter** Key

FILES

There are five options on the Files Menu
Each of these options allows you to do something with an Inst File

New

Use this option to Create a Brand-New Inst File from scratch!

Duplicate

Use this option to Create an exact copy of an existing Inst File.

Rename

Use this option to Rename an existing Inst File.

Erase

Use this option to Erase an existing Inst File from the System.

Set Default

Notice that in the Display Screen shown, the Default File is FB-01. This would be a file for the Yamaha FB-01.....Use the Set Default option of the File Menu to select a different Inst File to be the system default.

Fig M-2

VIEW

To the right of the word **Files** on the Menu Bar of the Display Screen is the word **View**. The View Menu. There are three **View**ing options.

View Files

The **View Files** option allows you to view (or see) a list of all the Inst Files now in your System. Just move to the option and Press Enter.

View Instruments

The **View Instruments** option allows you to view (or see) a list of all the Instruments in any File now in your System. Just move to the Option and Press Return You will then be asked to select the File whose Instrument listing you wish to View. After you select the File to View, you will be asked to select the specific Instrument group you wish to view. After you select the Instrument Group....you will be shown the listing of all instruments in that Group...along with each of their Patch Numbers.

View Patch

The **View Patch** option allows you to view (or see) a list of all occurrences of a specific Patch Number in the selected File. The Enter Patch Number Menu will appear...First enter the Patch you are searching for , then Press Enter.You will then be shown a listing of all instances of use of that Patch Number in The Selected Inst File.

Fig M-3

EDIT

To the right of the word View on the Menu Bar of the Display Screen is the word Edit. The Edit function allows you to Edit any existing Inst File in the System. When you move to the word Edit on the Menu Bar ...the Select Inst File Menu appears

Select File to Edit

Use the UP and DOWN ARROWS to move on the Select Inst File Menu .When you have highlighted the file you wish to Edit ....Press the Enter Key....the Select Group Menu will automatically Pop Up.

Select Instrument Group to Edit

Use the UP and DOWN ARROWS to move on the Select Group Menu .When you have highlighted the Inst Group you wish to Edit ....Press the Enter Key....the Instrument Menu will automatically Pop Up.

Instrument

The Instrument Menu offers five options.
You can Edit a specific Instruments entry data,
you can add a new instrument to the file,
you can "Switch" instruments,
delete an Instrument,
or simply View the Instruments in the currently selected group.

Edit Instrument

Use this option to Edit the entry for a specific Instrument.

When you select this option , the Instruments in the currently selected Instrument Group (and their Patch Numbers) will be displayed. Select the Instrument to edit by moving to it with the Up and Down ARROWS....and then Press the Enter key

Add a New Instrument

Use this option to Add a new entry to your Inst File.

When you select this option , the dialogue box asking " **Are You Sure ? (Y N)** " appears Press **Y** to indicate that you do want to add a new entry to the currently selected Inst File and Group. The MIDI SetUp Module will then ask for the Name and Patch Number.

1.) Enter the Name and Press the **Enter** Key Then...

2.) Type in the Patch Number and Press the **Enter** Key

NOTE: If you change your mind in the middle and wish to escape from the Add a new Entry Option just Press the **Esc** Key

Switch Instruments

FOR ADVANCED USERS ONLY !

Each Instrument in each group in each Inst File has a number. When you view the Instruments in a group you will see this number to the left of the Inst name

Assume that you created a piece of music and orchestrated it and saved it to Album.

Assume that you used the third Piano patch in the KBD Piano group.

If you later play that piece using a different Inst File then the MUSIC Creator will use the third patch in the KBD Piano Group.....And if there aren't three Patches in the KBD Piano Group of this second Inst File ?...Then the MUSIC Creator uses the FIRST patch in the selected Inst Group as a default....It is for this reason that the MIDI SetUp Module requires that there be at least one entry in each Instrument Group.

When you select the Switch Instruments option you can switch the order of the Instruments in the Group

NOTE: IN The MUSIC Creator, the Instruments are DISPLAYED in Alphabetical order...and not in order of their place in the Group.

Delete Instrument

Use this option to Delete an entry.

View Instruments

Use this option to View the entries in any Inst File.

QUIT

Use this option to Exit the MIDI SetUp Module

Theory

Midi Channels

Patches

Midi Patch Numbers (Program Numbers)

All MIDI equipment conforms to a standard which allows the passing of information between them.
One piece of information which may be passed to a MIDI device is the " Patch Number " (also called the "Program Number")

The MIDI Patch Number may range from 0 to 127

As you know, Sound Generators (Synthesizers and Samplers) have the capability of "Remembering" different sounds or "Voices".

By pushing a button on a sound generator or by sliding a slider you can change from one sound to another....say from a HonkyTonk Piano to a Clarinet ! Some musicians and most manufacturers refer to these different sounds as Patches , or Programs .

Midi provides for the changing of a patch (or program) by sending a Patch Number (or Program Change message).

You can use the THE MUSIC CREATOR™ Midi Setup Module to create a file of the Names and Patch Numbers of any Midi sound generator. You can then set that Instrument File to be the default file for The MUSIC Creator™.

It is this Inst File that enables The MUSIC Creator™ to "know" the Patch Number to send to your Midi Equipment so as to get that HonkyTonk Piano or clarinet .So how do you find the Patch Numbers to enter for your equipment? You'll find them listed in the manufacturer's manual for that specific piece of equipment.

BUT!!!! Although most manufacturers have chosen to list their patches as ranging from Patch Number 1 rather than 0 ....their equipment , like ALL MIDI equipment actually operates within the standard 0 thru 127 MIDI Patch range.

And so we face the incredibly dumb fact that most manufacturers thought to make things appear simple by listing their first Patch Number as Patch Number 1 and their second as Patch Number 2, and so on.....But they didn't bother to tell their equipment!!!!

This means that although the manual for your Yamaha FB-01 or your Roland MT-32 might list Patch Number 1 for their first stored sound...in fact, their equipment expects to receive Patch 0 !!!

Confusing ????

Stick around and we'll explain how we patched up the Patch Number mess.

When entering Patch Numbers (using the MIDI Setup Program) enter the Patch Number Listed in your Manufacturer's manual.

When The MUSIC Creator™ reads the Patch Number listed in the Inst File it will assume that the Patch Number to send should be one less than the number you copied from your manufacturer's manual.

The Patch number that The MUSIC Creator™ displays is the true Midi Patch that it is sending.

For this reason, if you dutifully entered Patch Number 1 for an Acoustic Piano for your ROLAND MT32 (as listed in the ROLAND MT32 manual) ,The MUSIC Creator™ will display and send a Midi Patch Number (or Program Change) of 0...the true Midi Patch Number that the MT32 manufacturer assigned to "Acou Piano 1".

NOTE: you might have a manual that lists the correct Midi Patch...HOW DO YOU KNOW ?...Simple!...If your manufacturer's manual lists their Patch Numbers as starting with 0 , then you'll have to add one to each number when entering the information in the THE MUSIC CREATOR™ Midi Setup Module.

Art, Existence, and The Composing of Music

The following pages explain some of the unique philosophies and principles upon which this amazing Music Generator is built.

An understanding of this section is not at all needed for the successful use of The MUSIC Creator System...We present it only to satisfy those who are not content with simply driving the car but who insist on knowing something about the Engine under the hood.

ARTIFICIAL CREATIVITY and PATTERN THEORY

AN INTRODUCTORY EXAMINATION OF BASIC PRINCIPLES

Artificial Creativity and Pattern Theory

The Music Creator is the world's first artificially creative software. Its functioning is built on a unique view of our perceptions of the world around us, and, although any Operator can compose and create original pieces of music without any understanding of the basic principles or philosophies upon which this incredible device is based, the following is presented for those Operator/Composers who are interested in the foundations of this breathtakingly breakthrough technology/concept.

1)

All existence is pattern

Everything perceived by man, whether real or imagined, is a pattern

Whether the Pattern is that of the cycle of Life and death, the structure of the Atom, the rise and fall of civilizations, the spread of contagious disease, the latest Musical fad, or the spots on a butterfly's wings...All existence is pattern.

2)

Patterns are modulations in apparent states

All existence is pattern and all patterns involve changes or modulations.

3)

Every pattern is made up of units.

Every pattern can be seen as a changing relationship between parts (or Units)

4)

Every unit is a pattern.

Since everything perceived by man, whether real or imagined, is a pattern, the parts, or Units of any pattern are themselves patterns or relationships.

5)

All Natural patterns are infinite in scale.

And yet Mankind is forever deluded into the search for the "Basic Building Blocks" of reality. In an infinite world, there is an infinity of scale. Everything, no matter how infinitesimally small... is, in fact merely a pattern or set of relationships between smaller Units...and each time we reach the 'bottom level", the 'basic structure', the "Atom", we go on to develop finer observation tools we discover the 'sub-Atomic' level.

6)

Complexity remains constant at any Scale.

No matter how close we look at something complexity seems to remain constant. A photograph of a forest is no more complicated than a close-up photograph of the bark of a single tree in that forest....and an electron microscope photo of the cell structure of a sliver of that bark is no less complicated than the close-up of the bark or the photo of the forest.. In an infinite universe, complexity remains constant at any scale

7)

A work of art is an artificial pattern.

Everything perceived by man, whether real or imagined, is a pattern

Natural patterns i.e. patterns found in nature are, as we have seen, infinite in scale....and yet mankind, in its inability to recognize or accept the true nature of infinity continues the futile search for the non-existent" smallest thing"...the "Basic Building Block" . A work of Art, a piece of Music, a Novel, a form of government, any human construct is an artificial pattern....we appreciate and enjoy an "art form" when it has "Depth" ..i.e. that quality which we observe in nature...the relationships between and within relationships that is the hallmark of the "Real" world.

8)

A successful artificial pattern must be a relationship between relationships rather than a simple statement, formula, or algorithm

The JFY System of generating music is therefore based on the principle of building relationships between relationships, or patterns between patterns and is NOT, in any way, an "Algorithmic Composition".

9)

The artificial pattern, or Music generated by the JFY System is an expression of a relationship between relationships

The three main packets of relationships analyzed, stored, and utilized by the JFY System are called X,Y, and Z. A piece of Human-composed music, fed into the JFY System is analyzed from three different viewpoints to reveal three interlocking sets of relationships. Although it is convenient to think of the Y Parent as donating the melody...in fact the melody heard is the result of the relationship of the relationships carried by all three Parents. Changing the X Parent will not only change the Chord Progression but will also change, in a more subtle way, the Melody ....Changing the Z Parent will have a gross effect on the rhythmics of the piece and a more subtle effect on the melody